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1 Comparing a linguistic and a stochastic tagger   ▭
Christer Samuelsson, Atro Voutilainen

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Concerning different approaches to automatic PoS tagging: EngCG-2, a constraint-based morphological tagger, is compared in a double-blind test with a state-of-the-art statistical tagger on a common disambiguation task using a common tag set. The experiments show that for the same amount of remaining ambiguity, the error rate of the statistical tagger is one order of magnitude greater than that of the rule-based one. The two related issues of priming effects compromising the results and disagreem ...

2 Conferences: SIGGRAPH 2004   ▭
Marisa Campbell
May 2004 **interactions**, Volume 11 Issue 3

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SIGGRAPH 2004
Conference: August 8-12, 2004
Exhibition: August 10-12, 2004
Los Angeles Convention Center
Los Angeles, CA, USA

3 Surfing the net for software engineering notes: Surfing the net for software engineering ▬ notes
Mark Doernhoefer
May 2004 **ACM SIGSOFT Software Engineering Notes**, Volume 29 Issue 3

Full text available: ▣ pdf(1.47 MB)   Additional Information: full citation

4 A social proxy for distributed tasks: design and evaluation of a working prototype   ▭
Thomas Erickson, Wei Huang, Catalina Danis, Wendy A. Kellogg
April 2004 **Proceedings of the 2004 conference on Human factors in computing systems**

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This paper describes an approach to managing tasks and processes that are distributed

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1 Late breaking result papers: Using heuristics to evaluate the playability of games   ▭

Heather Desurvire, Martin Caplan, Jozsef A. Toth
April 2004 **Extended abstracts of the 2004 conference on Human factors and computing systems**
Full text available: 🗋 pdf(211.46 KB)   Additional Information: full citation, abstract, references, index terms

Heuristics have become an accepted and widely used adjunct method of usability evaluation in Internet and software development. This report introduces Heuristic Evaluation for Playability (HEP), a comprehensive set of heuristics for playability, based on the literature on productivity and playtesting heuristics that were specifically tailored to evaluate video, computer, and board games. These heuristics were tested on an evolving game design to assess their face validity and evaluation effectiv ...

Keywords: computer games, design guidelines, evaluation, games, heuristics, playability, playtesting, usability, user testing, video games

2 Design expo case studies: Creating an educational digital library: GROW a national   ▭
civil engineering education resource library
Janice Lodato
April 2004 **Extended abstracts of the 2004 conference on Human factors and computing systems**
Full text available: 🗋 pdf(1.49 MB)   Additional Information: full citation, abstract, references, index terms

The GROW (Geotechnical, Rock and Water Engineering) project (http://www.grow.arizona.edu) is the first iteration of a National Civil Engineering Education Resource Library (NCERL). This educational digital library uses precise coding and metadata to integrate fully with the National Sciences Digital Library (NSDL) and to meet the learning, teaching, and research needs of audience groups consisting of K-12, higher education, engineering professionals, and the community at large. GROW is a portal ...

Keywords: graphic design, information architecture, user experience, user interface design

3 Development consortium: Introducing HCI in Technical University of Szczecin, Poland   ▭
Marcin Wichary
April 2004 **Extended abstracts of the 2004 conference on Human factors and**

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1 Partial orders for parallel debugging
C. J. Fidge
November 1988 **ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging**, Volume 24 Issue 1
Full text available: ☐ pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings, index terms

Parallel programs differ from sequential programs primarily in that the temporal relationships between events are only partially defined. However, for a given distributed computation, debugging utilities typically linearize the observed set of events into a total ordering, thus losing information and allowing potentially capturable temporal errors to escape detection. We explore use of the partially ordered relation "happened before" to augment both centralized and distributed p ...

2 Bottleneck removal algorithm for dynamic compaction and test cycles reduction
Srimat T. Chakradhar, Anand Raghunathan
December 1995 **Proceedings of the conference on European design automation**

Full text available: ☐ pdf(956.68 KB)   Additional Information: full citation, references, citings, index terms

3 Archiving, digital collections, and analysis: Towards a digital excavation data management system: the "Grand Ribaud F" Estruscan deep-water wreck
Pierre Drap, Luc Long
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**
Full text available: ☐ pdf(6.97 MB)   Additional Information: full citation, abstract, references, index terms

The interdisciplinary work we present here is aimed principally at administering diverse types of information collected during an archaeological excavation using a single data management system. The approach is global, from the consultation of three-dimensional data to simple textual data to the addition of data captured by a digital photogrammetry system called l'Arpenteur [Surveyor], which is fully integrated to the data management system.We are using an object formalisation of the manipulated ...

Keywords: VRML, archaeological database, geographic information system, internet, java, three-dimensional model, underwater archaeology, underwater photogrammetry